18. The non-transitory computer readable medium of claim **17**, wherein the predefined color comprises a color that is not used in the frame.

19. The non-transitory computer readable medium of claim **17**, wherein to determine a pixel region in the frame, the software instructions cause the computer system to access a size and a shape of the pixel region; and delineate a boundary of the pixel region based on the size and the shape of the pixel region.

20. The non-transitory computer readable medium of claim **17**, wherein the light condition is whether the game environment is rendered using high dynamic range lighting.

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